

**Appl. No.** : 09/688,775  
**Filed** : October 16, 2000

### REMARKS

This is in response to the Office Action mailed July 14, 2003. By that Action, the Examiner rejected Claims 24-32 under 35 U.S.C. § 102 as being anticipated by U.S. Patent No. 5,928,082 to Clapper, Jr. Applicants assert that these claims are allowable over the prior art, including Clapper, Jr., for the following reasons.

In rejecting the claims, the Examiner acknowledges that Clapper, Jr. discloses a combination voucher and game ticket. The Examiner then indicates that each of the elements of the claims are taught by Clapper, Jr. Applicants note, however, that the Examiner has intermixed features that Clapper, Jr. attributes to his tickets with those which he attributes to his vouchers. As a result, Applicants assert that Clapper, Jr. does not teach or suggest the particular method and system claimed.

For example, the Examiner indicates that Clapper, Jr. teaches the steps of (1) generating voucher data including a value representative of a number of credits usable at a gaming machine; (2) crediting the number of credits which the voucher represents for use at a gaming machine; and (3) accepting one or more of the credits as a wager for play of a game at a gaming machine. The Examiner indicates that these steps are taught by Clapper, Jr. where Clapper, Jr. associates phone minutes with his voucher. Applicants note, however, that these features are not attributed with Clapper, Jr.'s game ticket.

As indicated previously, Clapper, Jr., teaches issuing vouchers from a roll or strip 30. (Clapper, Jr., Col. 10, lines 9-12). The roll or strip is pre-printed with voucher indicia 52, such as

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phone card information. (Clapper, Jr., Col. 10, lines 45-55). The roll or strip also bears second or "game" indicia 50. (Clapper, Jr., Col. 10, lines 56-60). Thus, Clapper, Jr.'s, invention is a combination voucher and game ticket.

Notably, Clapper, Jr.'s voucher and game ticket portions have entirely different characteristics and uses. The voucher has associated value, such as phone minutes, which the user may utilized to acquire goods and services. (Clapper, Jr., Col. 5, lines 8-12). This portion of the voucher is not used as a game ticket.

As disclosed by Clapper, Jr., the voucher also has a second or game ticket portion. The game ticket portion provides the opportunity to the purchaser of the voucher to play a game. Clapper, Jr., discloses that when the voucher is issued, the player may examine the game indicia to determine if they are winner of the promotion (Clapper, Jr., Col. 6, lines 16-20). The game ticket portion does not have associated credits. The player does not use credits to play the game, and credits are not deducted from a credit value. Instead, the game ticket is pre-printed with game indicia and the player is automatically allowed to play the game using those indicia.

In other words, the value of Clapper, Jr.'s voucher (such as phone minutes) has no association with the game ticket portion. The phone minutes are not, as the Examiner asserts, used in any manner to play a game. Further, when the game ticket is used in Clapper, Jr., minutes are not deducted from the total number of minutes associates with the phone card.

Thus, in Clapper, Jr., the value associated with the voucher is not used to play a game, and the game ticket portion does not have associated credits for use in playing a game. Applicants once

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again assert that this is a fundamental difference between Clapper, Jr. and the present invention. In Clapper, Jr., the game ticket is just a promotional ticket having pre-printed game indicia thereon. In the present invention, a voucher represents value which can be used to play a game at a gaming machine by placing a wager from represented value. These concepts are entirely different.

#### **Independent Claim 24**

In light of the above, Applicants assert that Claim 24 recites patentable subject-matter. Claim 24 recites a method of utilizing vouchers to play games, the vouchers having associated value in the form of usable credits. Upon presentation, voucher information is transmitted from a gaming machine to a remote host. If the voucher is verified, the associated credits are credited for use at the gaming machine. The user then uses one or more of the credits as a wager, those credits debited from the total credits provided.

#### **Independent Claim 29**

Applicants assert that independent Claim 29 is similarly allowable, in that it recites a gaming system including a gaming machine, host and voucher generating station which are all remotely located from one another. When a voucher is accepted at a gaming machine, information regarding the voucher is transmitted to the remote host for voucher verification. If the voucher is verified, the gaming machine provides credits associated with the voucher for use by a player. The gaming machine accepts one or more of the credits as a wager, and in response thereto, presents a game.


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**Dependent Claims 25-28 and 30-32**

These claims are believed patentable for at least the reason they depend from an allowable independent claim.

Summary

Applicants assert that Claims 24-32 are in a condition for allowance and respectfully requests a notice as to the same. If any matters remain outstanding, the Examiner is invited to contact the undersigned by telephone.

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